

13

the last said array being located on one of two sides of the cruciform array, the array 98 having a designation "5 of a kind" nearby.

The set 30 consists of dice which are substantially and discernibly smaller than the dice making up the set 40.

It is to be understood that the present invention is not limited to the embodiments described herein, but in accordance with the doctrine of equivalents, including equivalents as to functions as combined with appearance, encompasses any and all embodiments with the scope of the following claims, to wit:

What is claimed is:

1. A method of playing a dice game comprising the steps of:

providing six playing dice comprising a first set of three dice and a second set of three differentiated dice; providing a planar game playing surface comprising at least eight separately delineated areas adapted for the placement of bets; establishing odds for payout of winning bets placed in any of the aforesaid seven separately delineated areas; establishing an initial order of play where players are designated as first player, second player, and so on to a last player; placing bets on any of said at least eight separately delineated areas initiating a round of play by a first player establishing a throw by throwing said first set of dice onto a surface for displaying a face-up side of each die within the first set; determining a player's score for the throw by adding the face-up sides of the three dice together; using the score of the first throw to pay any bets on the numbers 3 through 18; using the faces of the three die in the throw of the first set throw to pay any bets on "3 of a kind"; displaying the Arabic numerals 3 through 35 in an array of similar geometric areas within a first arena of the delineated areas; displaying six spots in one geometric area of the delineated areas and designating the second arena substantially "6 six's"; displaying each of the six faces of a die in an array of similar geometric areas within a third arena of the delineated areas and designating the third arena substantially as "3 of a kind"; displaying each of the six faces of a die in an array of similar geometric areas within a fourth arena of the delineated areas and designating the fourth arena substantially as "4 of a kind"; displaying each of the six faces of a die in an array of similar geometric areas within a fifth arena of the delineated areas and designating the fifth arena substantially as "5 of a kind"; displaying each of five faces of a die exclusive of the face having six spots, in an array of similar geometric areas within a sixth arena of the delineated areas and designating the sixth arena substantially as "6 of a kind"; displaying doubles of each of six faces of a die, in an array of similar geometric areas within a seventh arena of the delineated areas and designating the seventh arena substantially as "any 3 pair"; displaying each of the six faces of a die in an array of similar geometric areas within an eighth arena of the delineated areas and designating the eighth arena substantially as "straight"; segregating the first of throw of the first set of die on the board with the faces thrown showing and allowing same to remain on the playing surface; initiating another round of play by a player establishing a second throw by throwing said second set of dice onto a surface for displaying a face-up side of each die within the second set; determining a player's score from the second throw by adding the face-up sides of the three dice of the first set and of the second

14

set together to obtain a total from the faces of six dice; including the first set of dice in the betting after the second set of dice is thrown; using the total to pay bets on the numbers 6 through 35, three of a kind, four of a kind, a straight, any three pair, six of a kind exclusive of the six dot face of the dice, and six of six; after the second throw, only paying and determining bets on matches which include all six dice.

2. The method of claim 1 wherein three of the dice are of one design and the other three of the dice are of another design.

3. The method of claim 1 wherein the dice game of chance comprises a substantially flat surface adapted for playing a game of dice using six die, three die being of one color or design and three die being of another color or design, the surface further comprising: (a) a primary substantially rectangular array having at least thirty-three similarly shaped and sized contiguous polygonal areas, each area containing a different numeral selected from the group consisting of 3 to 35; (b) a cruciform shaped array having at least five similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots appearing on dice, each polygonal area of the cruciform shaped array displaying a different set of spots selected exclusively from a group consisting of one, two, three, four, and five spots, the cruciform shaped array being located above the primary array; (c) a first single column rectangular shaped array having at least six similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots appearing on dice, each polygonal area of the last said array displaying a different set of spots selected exclusively from a group consisting of one, two, three, four, five and six spots, the last said array being located on one of two sides of the primary array; (d) a double column rectangular shaped array having at least twelve similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots appearing on dice, each laterally adjacent polygonal area of the last said array displaying a pair of a different sets of spots selected exclusively from a group consisting of one, two, three, four, five and six spots, the last said array being located on the other of the two sides of the primary array; (e) a shaped array having at least five similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots appearing on a die, each polygonal area of the shaped array displaying a different set of spots selected exclusively from a group consisting of one, two, three, four, and five spots, the shaped array being located below the primary array; (f) a polygonal shaped area enclosing six spots located above and separate from the cruciform array; (g) a second single column rectangular shaped array having at least six similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots appearing on dice, each polygonal area of the last said array displaying a different set of spots selected exclusively from a group consisting of one, two, three, four, five and six spots, the last said array being located on one of two sides of the cruciform array; and, (h) a third single column rectangular shaped array having at least six similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots appearing on dice, each polygonal area of the last said array displaying a different set of spots selected exclusively from a group consisting of one, two, three, four, five and six spots, the last said array being located on one of two sides of the cruciform array.

4. The method according to claim 3 wherein the dice game further comprises six dice, at least three dice being of one

15

color and three dice being of another visibly distinguishable color.

5. The method according to claim 3 wherein the dice game further comprises only six dice, three dice being of one design and three dice being of another design.

16

6. The method according to claim 3 further comprising six dice, three dice being of one size and three dice being of another visibly distinguishable, substantially different size.

\* \* \* \* \*